

DELTRONICS

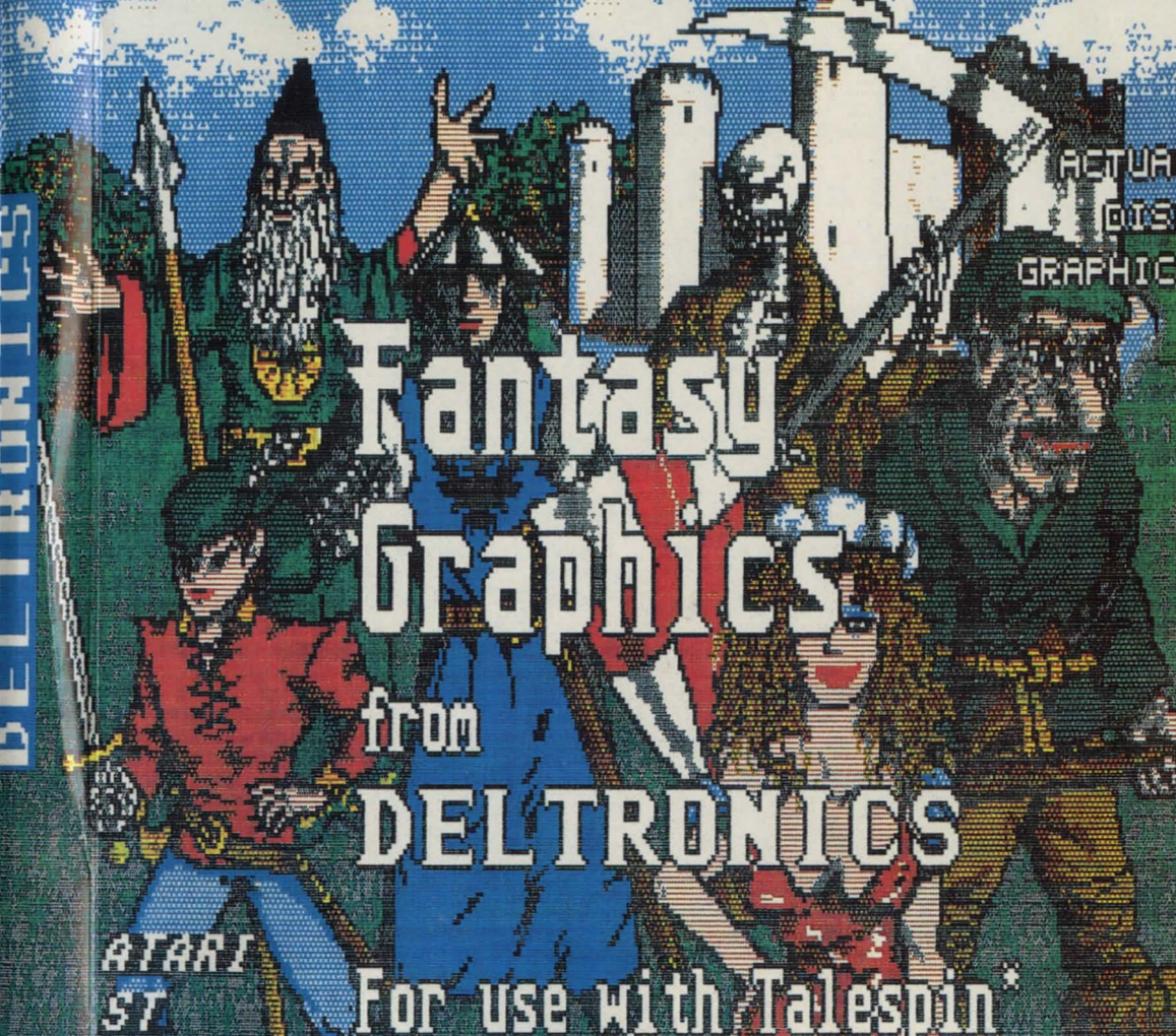
ACTUA
DIS
GRAPHIC

Fantasy Graphics

from
DELTRONICS

ATARI
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For use with Talespin*



DELTRONICS

Fantasy Graphics Disk

For use with Talespin Adventure Creation System by Microdeal. **ATARI ST/STE.**

TALESPIN IS PROBABLY THE EASIEST GAME DESIGN SYSTEM ON THE MARKET, WITH POWERFUL GRAPHIC HANDLING COMMANDS, SIMPLE TEXT INPUT AND SOUND IMPLEMENTATION. THE ONLY "DRAW"-BACK IS FOR THOSE WHO CANNOT OR DO NOT HAVE THE TIME TO CREATE ALL THE DRAWINGS THEY REQUIRE FOR THEIR PROGRAM. NOW THIS PROBLEM IS SOLVED BY DELTRONICS.

ALL THE GRAPHICS YOU ARE EVER LIKELY TO NEED ARE CONTAINED WITHIN THIS DISK. IN TOTAL, OVER 4 MEGABYTES OF CAREFULLY THOUGHT-OUT ADVENTURE ITEMS HAVE BEEN CRAMMED INTO 400K. MANY FANTASY WORLD TYPE SCENARIOS HAVE BEEN CATERED FOR. YOU CAN CONSTRUCT A VILLAGE SCENE, A COUNTRYSIDE BACKDROP, A SECRET CASTLE PASSAGEWAY, OR EVEN A 3-D DUNGEON. ADD TO THESE SOME RANDOM CHARACTERS SUCH AS AN HORRIFIC ORC, A KINDLY ELF, A BEAUTIFUL PRINCESS, OR A MAGNIFICENT BARBARIAN; THE CHOICE IS UP TO YOU.

TO USE THESE GRAPHICS YOU WILL NEED THE MAIN TALESPIN PROGRAM. THEY CAN BE IMPORTED INTO YOUR OWN ADVENTURE OR THE GRAPHICS TITLE ITSELF CAN BE LOADED DIRECTLY FROM TALESPIN. IF YOU WISH TO LOOK AT ALL THE DIFFERENT DRAWINGS HERE IS A BRIEF GUIDE.

LOAD THE "GRAPHICS" TITLE FROM TALESPIN AND AFTER THE WELCOMING PAGE APPEARS "SWITCH TO DEVELOPMENT MODE".

FROM THE MAIN MENU ENTER "DRAWING DEFINITION" MODE THEN CLICK ON "MODIFY DRAWING" FROM THE SUB-MENU. THIS TAKES YOU INTO TALESPIN'S BUILT-IN ART PACKAGE AND YOU SHOULD HAVE A FULL SELECTION OF ALL THE GRAPHICS ON THE DISK. CHOOSE ANY DRAWING YOU WISH TO SEE AND "QUIT" (PRESS RIGHT MOUSE BUTTON FOR MENU) WITHOUT SAVING. BY REPEATING THIS PROCESS EACH DRAWING MAY BE VIEWED WITHIN THE GRAPHICS TITLE. CONSULT YOUR TALESPIN MANUAL FOR FURTHER INSTRUCTIONS.

THE GRAPHICS HAVE EACH BEEN CATERGORISED AND LISTED IN A USER-(& OZONE)-FRIENDLY FORMAT. ALPHABETICALLY SORTED, THE GROUPS ARE AS FOLLOWS:

ARMOUR*, ARTIFACTS, BACKGROUNDS, BOOTS*, CHARACTERS, HELMETS*, HEROBODY*, OBJECTS, SHIELDS*, TROUSERS* & WEAPONS*.

THE ASTERISK* DENOTES ITEMS USED IN CONJUNCTION WITH THE HEROBODY. THIS IS A CHARACTER WHICH CAN BE CUSTOMISED TO YOUR TASTES, WITH SEVERAL INTERCHANGEABLE PIECES SUCH AS AXES, SWORDS, PLATE MAIL, RING MAIL, ETC. AGAIN, SEE THE TALESPIN MANUAL FOR DRAWING MANIPULATION.

THE COLOUR PALETTE CHOSEN AND THE ORDER OF THE COLOURS IS OF IMPORTANCE. YOU SHOULD CONFIGURE ANY NEW PROGRAM TO THIS COLOUR SCHEME, OR ADAPT YOUR PRESENT GAME APPROXIMATELY. THE COLOURS IN NUMERICAL ORDER ARE AS FOLLOWS:

1=000-BLACK (Transparent), 2=222-DARK GREY,
3=333-GREY, 4=770-YELLOW, 5=006-BLUE,
6=000-BLACK (Opaque), 7=624-DARK PINK, 8=020-DARK GREEN,
9=541-GOLD, 10=320-BROWN, 11=030-GREEN,
12=210-DARK BROWN, 13=745-PINK, 14=247-SKY BLUE,
15=600-RED, 16=777-WHITE.

THE FIGURES GIVEN ARE THE RGB VALUES. THE OPAQUE BLACK (No.6) IS USED FOR DRAWING ALL THE OUTLINES FOR THE GRAPHICS AND DETAIL. WITHIN TALESPIN YOU CAN USE THE "SWAP SELECTED COLOUR" COMMAND TO RECTIFY ANY DIFFERENCES BETWEEN THESE COLOURS AND YOURS IN USE, AND THE PAGE PALETTE CAN ALSO BE MODIFIED TO SPECIFICATION.

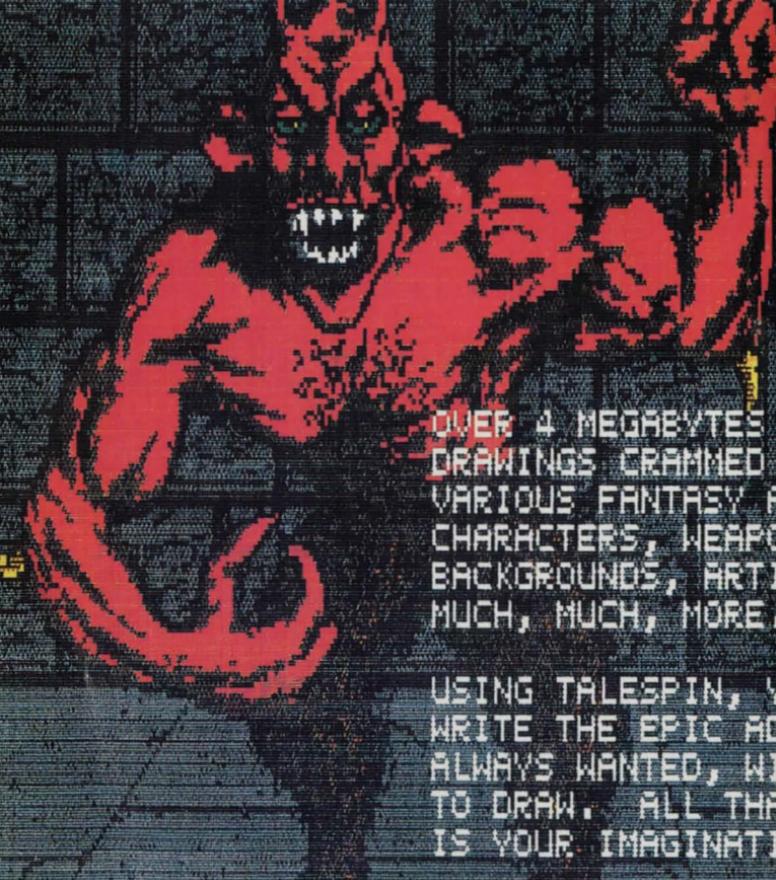
DELTRONICS PLACES NO RESTRICTIONS IN THE USE OF THIS DISK BY ANYONE WHO REGISTERS A PURCHASE OF THIS PROGRAM WITH DELTRONICS AND INCLUDES A MENTION "GRAPHICS BY DELTRONICS FANTASY GRAPHICS DISK" (OR WORDS TO THAT EFFECT) WITHIN THEIR FINAL PROGRAM. THE GRAPHICS MAY BE USED IN ANY COMMERCIAL RELEASE AS WELL AS PD, WITH THE AFOREMENTIONED PROVISIO.

I HOPE THAT THIS DISK MAKES THE TASK OF PROGRAMMING WITH TALESPIN A LOT EASIER AND WITH IMPRESSIVE RESULTS. GOOD LUCK!

"Terrible" T.C.

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ACTUAL
DISK
GRAPHICS



OVER 4 MEGABYTES OF INDIVIDUAL
DRAWINGS CRAMMED INTO 400K OF
VARIOUS FANTASY AND ADVENTURE
CHARACTERS, WEAPONS & ARMOUR,
BACKGROUNDS, ARTIFACTS, AND
MUCH, MUCH, MORE.

USING TALESPIN, YOU CAN NOW
WRITE THE EPIC ADVENTURE YOU
ALWAYS WANTED, WITHOUT HAVING
TO DRAW. ALL THAT IS REQUIRED
IS YOUR IMAGINATION...

GRAPHICS by "Terrible" T.C.BASSET.
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Talespin is a product of Microdeal by Mark Heaton.